

LIFE'S TOO SHORTS STREET HOCKEY TOURNAMENT RULES

Play:

1. Each team must have a minimum of 4 but may have a maximum of 10 players on its roster.
2. Games may be started or completed with only 3 players, but not with 2 players (result is an automatic forfeit).
3. Teams will be placed in divisions based on information provided at time of registration. You will automatically be placed in the appropriate division based on age,
4. All games will be played 4-on-4, including the goaltender (i.e. 3 out players plus one goalie on the street at all times). A team may play without a goaltender, if it chooses to do so, at any time during the match.
5. Games and halves will begin with a face-off.
6. The ball will change possession after every goal scored.
7. During play, alternates can substitute as teams deem necessary and/or "on the fly". No stoppage in play is necessary to make substitutions. However, a team needs to be especially careful not to get penalized for too many men on the street when making on the fly changes. Changes must always be made from the team's defensive end of the street rink. Trying to change in the offensive end may result in a penalty shot (if an advantage is created, and according to the referee's discretion).
8. Hand passes are permitted, unless the official deems that a hand pass created an unfair advantage. Under such circumstances, the play is stopped immediately and ball awarded to the opposing team.
9. Goal changes can be made on the fly (or halftime) and are subject to the same rules of all other on the fly player changes. Time will **NOT** stop to replace a goalie. If a goal is scored while a team is attempting to make an on the fly goaltender change, the goal will stand. **Teams must identify and use only one goaltender prior to any shootout.**
10. When the ball is covered by the goaltender, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 10 feet of space to make a play. The team with possession is allowed 5 seconds to put the ball in play. The goalie may cover the ball anywhere in their defensive end to stop the play.
11. Teams will be given a 3-minute warm-up before each game.
12. A 5-minute forfeit allowance will be strictly enforced.
13. Round Robin games will be 20 minutes in length (Two - 10 minute halves, running time, separated by a two minute break).
14. Semi Final/Final Games will be 30 minutes in length (Two - 15 minute halves, running time, separated by a five minute break).
15. A mercy rule will be in effect if one team leads the other by a 10 goal margin at any point during the second half of the game. If a team goes up by 10 goals in the first half, play continues. If they are still up by 10 goals when the first half is over, the mercy rule goes into effect. The score is then recorded as a 10-goal margin of victory (even if they were up by more than 10 goals). This is for seeding purposes. The games are also capped at 15 goals. The first team to score 15 goals in a game wins.
16. Each team will be allowed one (1), 30-second time out **per game**.

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Tie-Breaker Rules

17. Round Robin games may end in a tie with the following tie-breaker rules in effect to determine teams to advance to championship round: Position of tied teams will be decided in the following order.
 - Number of wins
 - Record against other tied teams
 - Fewest goals allowed in round robin play
 - Goals scored minus the goals against in round robin games
 - Flip of a coin
18. **In Round Robin play** if the game reaches the 20 Minute time limit in a tie, the game is completed and each team receives 1 point. A Win is worth 2 points.
19. **In the Semi Finals or Finals** if the game reaches the 30 Minute time limit in a tie the teams will go into a shootout to determine the winner. Each team will nominate 3 players from their own team to participate in the shootout. Each of these shooters will be given one breakaway on the opposing goaltender. The team with the most goals at the end of the shootout will be declared the winner. If the score remains tied after the initial shootout round, the shootout will move to sudden death format. In the sudden death shootout, the same 3 players must shoot in the same order as they did during the initial shootout round. Sudden death shoot out rounds continue until a winner is declared.
20. Goaltenders should bring their own goaltender equipment. The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team. Pads may be no wider than 13". Challenges on the width of a goalies pads made by an opposing team must be done before the game starts. If the challenge is correct, the goalie is no longer allowed to use the pads and the team must either borrow equipment, or play without a goalie (4 out players). If the goalie chooses to borrow pads, the game will not wait for the goalie to be ready and will start on schedule.
21. All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed. Curves of all kinds are allowable; all true street hockey players know that there is no such thing as an illegal curve in street hockey!
22. Some form of eye protection (either masks or goggles strapped around the head) is encouraged for all players but **REQUIRED** for all participants age 13 and under. Such protection must cover the entire eye, and is subject to examination / approval of the referee and/or tournament supervisor.
23. Gloves, helmets, eye protection, jocks, mouth guards and shin guards are **STRONGLY ENCOURAGED FOR ALL PARTICIPANTS**, but are not mandatory.

Other Rules

24. Each team is advised to check the Master Scoreboard for all schedules, times, rinks, revisions, and other important information. We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances. Be aware that if you choose to leave the event site, you might miss out on important event related / scheduling information.
 25. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.
 26. To Keep the Tournament on track games may start prior to the scheduled time so teams should be ready to play 10 minutes prior to the scheduled game time.
- When a ball leaves play:**
27. **If the ball goes over the backdrop OFF THE OFFENSIVE TEAM:** The defending team receives possession of the ball behind its own net. The opposing team must give the team with the ball 10 feet of space to make a play. The team with possession is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

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28. **If the ball goes over the backdrop OFF THE DEFENSIVE TEAM:** The team on offense receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team 10 feet of space to make a play. The team on offense is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).
29. **If the ball leaves play at either side of the rink:** The team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. That team is given 10 feet of space and 5 seconds of time to make a play. Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)

After a goal is scored:

30. There is no face-off. The team that was scored on gets possession and may execute play immediately. They also must execute play (i.e. cross the center line) within 10 seconds. If they fail to do so, the other team may encroach aggressively.
31. The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player, crosses that line (or the 10- second rule expires).

Penalties:

32. There shall be no slashing, hooking, tripping, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. More serious offenses, including, but not limited to, spearing and/or butt-ending, shall result in an individual being immediately removed from a tournament.
33. Fighting is unacceptable and will always result in the individual being removed from tournament. From an organizer's standpoint, fighting is defined as one punch.
34. There shall be no pushing, shoving, checking, roughhousing, or unsportsmanlike conduct of any kind. Doing so shall result in at least a penalty shot for the other team, but may be punished more severely according to the discretion of the referee and/or tournament supervisor.
35. There shall be no stalling. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.
36. Any player that gets penalized two times during one game for incidents mentioned above will be disqualified from participating in the remainder of that game. The team will also then be forced to play the remainder of the game short-handed (i.e. 3-on-4. It's like a red card in soccer!) The player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Tournament Supervisor deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.
37. If any player touches the ball while his/her team has too many players on the street, it shall be ruled a "too many players on the street" penalty and the opposing team shall be awarded a penalty shot. There is no 10-metre grace given for player changes! Too many players on the street penalties are not applied against the two penalties and you are out rule.
38. Slapshots are not allowed, if the referee determines that the slapshot was intentional a penalty shot will be awarded to the defensive team. Penalties awarded as a result of a slapshot also do not count against the two penalties and you are out rule.
39. Any contact made with the ball when the stick is above the crossbar will be penalized with a penalty shot. Penalties awarded as a result of making contact with the ball with a high stick also do not count against the two penalties and you are out rule.
40. The result of all penalties is a penalty shot awarded to the other team. Penalty shots are taken immediately after an infraction, and are taken with the ball being placed at center ice according to breakaway type format.

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41. For penalty shots, the ball is dead after the shot or at the conclusion of forward progress. Possession is always given to the defending team regardless of the outcome of the shot. After the shot, the ball is immediately live to the defending team. Any individual can take all penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed but must be taken by a player that was on the rink at the time of the infraction).

LIFE'S TOO
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